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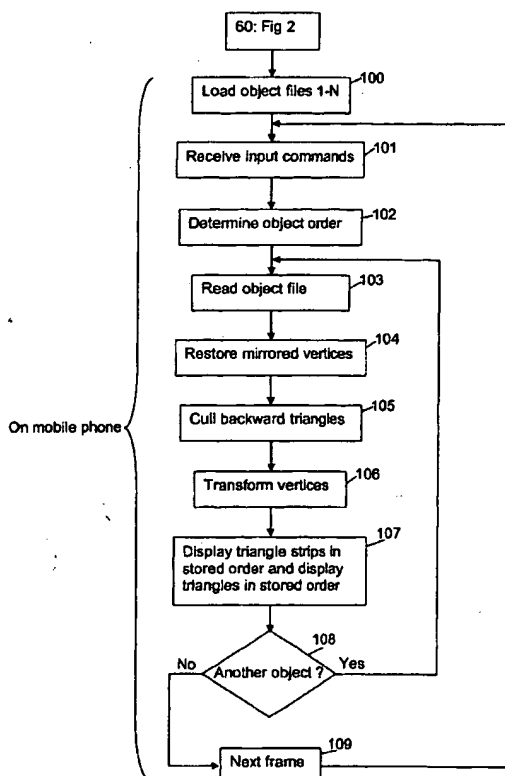
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(54) Title: THREE DIMENSIONAL IMAGE PROCESSING



(57) Abstract: A method of preparing on a first device object files used for rendering two-dimensional images of three-dimensional objects on a second device by processing object files containing data defining triangle primitives representing at least one three-dimensional object to determine a rendering order in which said triangle primitives may be rendered for creating a two-dimensional image in which the hidden surfaces are removed. A plurality of planar triangle primitives corresponding to a plurality of surface portions of said at least one object as vertex data are stored on said first device. The method can be used in a mobile phone.